

Debugging large designs using simulation:

Simulation can be A BILLION TIMES slower than real chip execution

Suppose our design contains a processor which will run Windows.

- Just to boot Windows would require 3,000 years in simulation!
- The Romans would have had to start it running... and it still wouldn't be done!



It is *impossible* to cover all operations in simulation

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Intel Pentium 4 Verification/Validation1:

- 6,000 CPUs, running simulations, 24/7 for 2 years
 - · produced less than 1 minute of real-time operation
- 60 person-year formal verification effort
 - found ~20 high-quality bugs
- 2^{10,441} distinct configurations in a "simple" out-of-order X86 processor model
 - only 237 were covered in verification
- 10 months of validation from first-silicon to release-to-production
 - (... but Intel aims to release a new processor every year...)

¹B. Bentley, "Validating a modern microprocessor", Proc. Int. Conf. CAV

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Trace Buffers: Embedded Logic Analyzers

Store "key" signals in an on-chip memory

- This allows the chip to run at speed
- After the chip runs, you can read out from the trace buffer and analyze off-line

Some issues:

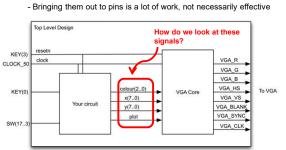
- Need to decide which signals to monitor
- Need a mechanism to "trigger" (stop recording)
- Could use compression to store more data
- What about multiple clock domains?

User circuit Trace

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- Allows for testing connected to real-world I/O Problem, how do we look at internal signals?

For some debugging tasks, we want to run chip at-speed. - Allows for much more complete tests



Embedded logic analyzers are included as part of FPGA design tools:

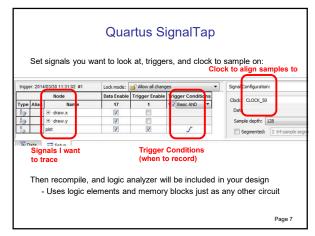
Intel -> Quartus SignalTap

Xilinx -> ChipScope

There are third party tools as well (eg, Certus from Mentor)

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"An engineer is as only as good as his/her tools..."

Should be:

"An engineer is only as good as the tools he or she knows how to use..."

There are a lot of advanced features of design tools, and they are worth getting to know.

Lots of information and tutorials on the web.

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